



Visitor Guide  
Fall & Winter  
2012 / 2013



Dantes View,  
Snow over Badwater  
by Tom Trujillo

A Message From The Superintendent

Welcome to Death Valley National Park! Depending when you are reading this, I may no longer be in the park, as I will return to the very first park I worked at in my home state of Kentucky—Mammoth Cave.

My tenure in Death Valley has been an experience I never could have predicted. I have worked with a wonderful staff who championed many important projects—the most notable being the renovation of the Furnace Creek Visitor Center. This remarkable project transformed the 1959-60 constructed facility, landscape and interpretive exhibits into a LEED-certified visitor-friendly complex, while preserving its Mid-Century Modern design. The new park film, narrated by Donald Sutherland, is exceptional and highlights the unique qualities of the park. Energy efficiencies incorporated into the new building will save the park thousands of dollars each year.

We also completed the Wilderness and Backcountry Stewardship Plan which outlines management strategies for 3.2 million acres of wilderness and backcountry within the park. The plan formally proposes actions that will be implemented in much of the park for the next 20 years.

We have made great strides in improving our outstanding dark sky resources by improving external lighting in the Furnace Creek and Stovepipe Wells areas. We encourage visitors to join our rangers for our night sky events which are held monthly.

We have grown as an organization with the help of our numerous partners. The Death Valley Natural History Association continues to support several programs in the park from the sales in the bookstores. The Death Valley ‘49ers also contribute to the Death Valley R.O.C.K.S. educational program as well as support local youth for continuing education. The work that the Death Valley Conservancy has initiated to restore historic Ryan Camp will preserve this unique cultural resource into the future. At the Furnace Creek Inn & Ranch Resort, Xanterra Parks & Resorts is a partner that provides an exceptional venue for many events and unforgettable services for our park visitors. And at Stovepipe Wells, the Death Valley Lodging Company is working to improve visitor experiences in a number of ways.

Death Valley National Park will always be a special

place for me. I will long remember the wide open landscape, the warm winter days, the striking blue skies. And there’s nothing like a sunset over the Panamints.

I invite you to enjoy these same experiences and to protect this national treasure for the people of today and into the future, just as past leaders did for us.

**Sarah Craighead**  
Park Superintendent  
Death Valley National Park



Temperatures

Monthly Average Temperatures		
January	67°F / 19°C	40°F / 4°C
February	73°F / 23°C	46°F / 8°C
March	82°F / 27°C	55°F / 13°C
April	90°F / 32°C	62°F / 17°C
May	100°F / 38°C	73°F / 23°C
June	110°F / 43°C	81°F / 27°C
July	116°F / 47°C	88°F / 31°C
August	115°F / 46°C	86°F / 30°C
September	106°F / 41°C	76°F / 24°C
October	93°F / 34°C	61°F / 16°C
November	77°F / 25°C	48°F / 9°C
December	65°F / 18°C	38°F / 3°C

Official weather station at Furnace Creek  
**Record High:** 134°F / 57°C July 1913  
**Record Low:** 15°F / -9°C January 1913

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# Help Protect Your Park

## Rules to Live by in Your National Park

Many park rangers are federal law enforcement officers. They help protect the park and its visitors by enforcing a wide range of federal, state and local regulations. You can help them by observing these laws:

- Obey the speed limit and other rules of the road. Helmets and seatbelts are required in Death Valley National Park.
- Stay out of closed areas. Mines, service roads, and other areas are closed for your safety or the protection of features therein.
- Let wild animals find their own food. They’re good at it and feeding them is against the law.
- Rocks, plants, animals, and historic objects in Death Valley are protected just like in a museum. Vandalism and theft are prohibited.
- Keep your car on established roads. Unsightly tire tracks in the desert destroy fragile plants and wildlife and scar the landscape for decades.
- Camp only in established campgrounds or in a permitted backcountry area. Check at a Ranger Station or Visitor Center for backcountry camping information.
- It is illegal to discharge a firearm anywhere in Death Valley or to bring one into a Federal building.
- Keep pets on leash and close to roads or parking lots. Pets are not allowed on trails or in wilderness.
- Put garbage where it belongs. Litter in the desert spoils the landscape for each person that follows behind you.
- Campfires are allowed in established firepits only. Gathering firewood is prohibited.



Native rock nettle in Titus Canyon

## Desert Invaders

To preserve the desert landscape in Death Valley National Park, we must actively manage non-native species and quickly identify new invaders. In Death Valley, we currently enjoy a wild landscape that is largely unimpaired. We need your help to keep it that way.

A smartphone application is now available for free from [whatsinvasive.com](https://whatsinvasive.com) to help you report non-native species to National Park Service staff. Don’t worry if you don’t have cell reception, your report will be uploaded as soon as you are within service. In the springtime, during wildflower season, Death Valley is on high alert for Saharan mustard (*Brassica tournefortii*) and malcolmia (*Malcolmia africana*). You don’t need an app to report sightings of these plants. Just let someone at a visitor center know. Photos and maps are helpful!



Another way to help preserve the desert landscape is to ensure there are no unwanted hitchhikers on your car or your clothes. Before you enter a park, check underneath your vehicle and inside the grill for weeds that might have tumbled into your car. Also, check your clothes and shoelaces for seeds before setting out for a hike. If you do find seeds, seal them in a plastic bag and throw them away.



## Entrance Fees

Pay the park entrance fee at the Furnace Creek Visitor Center, Scotty’s Castle Visitor Center, Stovepipe Wells Ranger Station or at one of the automated fee machines placed throughout the park.

<b>7-day pass</b>	
Vehicle and passengers .....	\$20
Individual entering on motorcycle, bicycle, or foot.....	\$10
<b>Annual Pass</b>	
Death Valley Annual Pass .....	\$40
Interagency Annual Pass .....	\$80
Interagency Military Pass.....	free
<i>(for active duty military and dependents)</i>	

<b>Lifetime Pass</b>	
Interagency Senior Pass.....	\$10
<i>(for U.S. citizens 62+)</i>	
Interagency Access Pass .....	free
<i>(for U.S. citizens with disability)</i>	
<b>Other passes honored .....</b>	
Golden Age & Golden Access	

## Don’t Steal the “Silverware”

While visiting the White House, would you take a piece of silverware home for a keepsake? How about tearing off a piece of the Declaration of Independence? Or spray painting your name on the Statue of Liberty?

Believe it or not these acts of vandalism do happen in our national parks. Picking wildflowers, taking home stones or arrowheads as keepsakes, and defacing canyon walls with graffiti are all actions that degrade the parks for other visitors. In addition, it’s against the law.

Visiting any of our national parks is similar to visiting museums or art galleries. You certainly wouldn’t think of taking an artifact or painting home from such places. Removing anything from our national parks means that other visitors will not be able to enjoy it. If each of the 275 million visitors took away a flower or a stone or anything from the parks they visit, they would leave behind empty landscapes.

Help protect America’s national parks by leaving everything in its place and not defacing the natural resources. Other park visitors and future generations will thank you.

## Do You Want to Be a Scientist?

Around the world, visitors to remote locations are providing valuable data to researchers by their observations. Your personal observations of wildlife can be very valuable. Death Valley National Park is currently designing a database that will hold visitor data and allow us to develop distribution maps of wildlife throughout the park. Two species of special interest are the Nelson’s bighorn sheep and the desert tortoise.

Bighorn sheep spend much of their time in rugged and inaccessible locations. It can be challenging and expensive to collect population data.

The desert tortoise population has severely declined across the Mojave Desert in the past few decades. Surveying for a cryptic, low-density species can mean hours/days of searching with limited results. Tortoises in Death Valley are generally active during mild weather, retreating into

their burrows to escape extreme heat or cold.

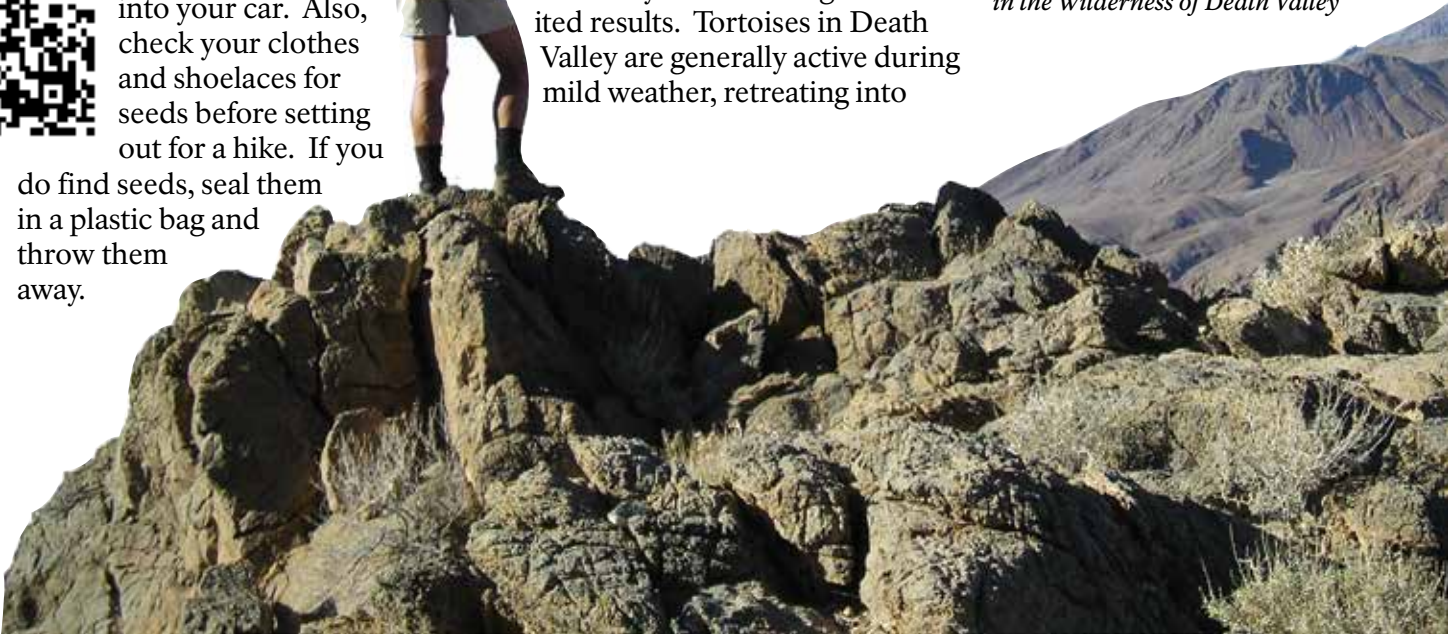
The Desert Managers Group has developed a free app for smartphones so you can provide information on tortoise sightings to National Park Service staff.

Other wildlife species observations are welcome also. Please be as accurate as possible and include your contact information. Photos provide great information and are always appreciated. Thank you for participating as a visitor scientist!

Please fill out a wildlife sighting form available at any visitor center.



Hikers can easily find solitude and silence in the Wilderness of Death Valley





# Survive!

## Personal Survival In a Land of Extremes



- **Water:** Drink at least one gallon (4 liters) of water per day to replace loss from perspiration. Carry plenty of extra drinking water in your car.
- **Heat & Dehydration:** If you feel dizzy, nauseous or get a headache, get out of the sun immediately and drink plenty of water. Dampen clothing to lower your body temperature. Heat and dehydration can kill.

- **Hiking:** Do not hike in the low elevations when temperatures are hot.
- **Dangerous Creatures:** Never place your hands or feet where you cannot see first. Rattlesnakes, scorpions, or black widow spiders may be sheltered there.
- **Mine Hazards:** Do not enter mine tunnels or shafts. Mines may be unstable, have hidden shafts, pockets of bad air and poisonous gas. Stay Out Stay Alive.
- **Flash Floods:** Avoid canyons during rain storms and be prepared to move to higher ground. While driving, be alert for water running in washes and across the road. Water can carry rocks and debris with it and may suddenly appear around the next curve in the roadway.
- **In Case of Emergency:** Dial 911 from any telephone or cell phone. Cell phones may not work in many parts of the park. Do not depend on them.



Echo Canyon Road

## Hantavirus

Hantavirus pulmonary syndrome (HPS) is a rare but frequently fatal respiratory disease that occurs throughout the United States and is caused by a virus spread to humans through contact with the urine, droppings, or saliva of infected rodents.

In Death Valley National Park, deer mice, cactus mice, and woodrats/packrats may carry the virus. Cabins and other abandoned structures are likely habitat for rodents and potential sites where visitors may be exposed to the virus. It is transmitted to people when they breathe air contaminated with the virus, touch their mouth or nose after handling contaminated materials, eat contaminated food, or are bitten by a rodent.

Anyone who comes into contact with rodents that carry hantavirus is at risk of HPS.

### How can HPS be prevented?

- Do not use structures if you find signs of rodent droppings, nests & burrows.
- Do not clean cabins or other structures - stirring up dust increases the potential of inhalation.
- Air out cabins and other structures for at least 2 hours before occupying them.
- Do not disturb rodents' burrows, nests or dens.
- Avoid camping near rodent droppings, nests, woodpiles or dense brush frequented by rodents.
- Wash or sanitize hands if you contact rodents or their excretions.
- Store food in rodent-proof containers.
- Promptly dispose of all garbage to avoid attracting rodents.

## Five Injured in Single-Vehicle Rollover Accident

On the evening of July 31, park rangers responded to a report of a single-vehicle rollover accident near the Golden Canyon Trailhead. Rangers arriving on scene observed five patients with varying levels of injury. Two patients were suffering from only minor injuries and refused transport to a hospital. The other three were transported by NPS ambulance to Desert View Regional Medical Center in Pahrump, Nevada.

A subsequent investigation showed that the driver had become momentarily distracted and over-corrected when he felt the vehicle's tires hit the gravel road shoulder. The corrective action caused the vehicle to leave the roadway at a high rate of speed, rolling twice before coming to rest on the desert floor.

Dozens of these accidents occur in Death Valley every year, and are **the single leading cause of fatalities in the park**. Without cell service in the valley, it is not uncommon for an hour or more to elapse before emergency responders arrive at the scene of an accident. By observing the speed limit and staying focused on the road, visitors can avoid becoming victims of these tragic accidents.



Roadrunner with prey

## Backcountry Travel: Read This Before You Go!

You've got two flat tires. Your cell phone doesn't work. Nobody knows where you are. You're not sure where you are. You haven't seen another car since you turned off the highway 12 hours ago. The only thing you can hear is the ringing in your ears. Is this how you thought it would end?

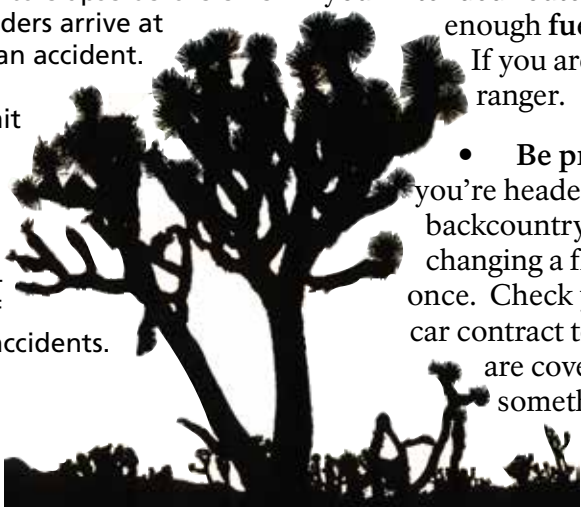
Most backcountry emergencies begin in fairly commonplace ways: your car gets a flat tire, you run out of gas, you sprain your ankle while on a hike, or you get disoriented and turned around in the desert landscape. Things that are easy to address in most places quickly become life-threatening emergencies in the backcountry as heat, cold, exhaustion, dehydration, isolation, and panic set in.

No matter what kind of adventure or experience you pursue in Death Valley, a little planning and caution will send you home with happy and fun-filled memories of your desert trip. Have a safe and inspiring visit to Death Valley by following these tips from the rangers:

- **Plan your visit.** Do you have the appropriate vehicle, tires, tools, camping gear, maps, and skills for your intended route? Do you have enough **fuel and water**? If you aren't sure, ask a ranger.
- **Be prepared.** If you're headed into the backcountry, plan on changing a flat tire at least once. Check your rental car contract to see if you are covered should something happen to your car on an unpaved road.
- **Have the necessary tools** (*rental cars often lack the proper tire changing tools!*) and know how to use them.
- **Bring food, water and other essentials** for several days, even if you're planning a much shorter visit.
- **Don't rely on technology.** Your cell phone won't work in most of the park. Emergency locator beacons have a high failure rate. GPS devices frequently tell Death Valley visitors to turn off well-traveled roads, and take "shortcuts" over the desert and into isolated

canyons. Common sense and good judgment are far more reliable.

- **Call someone at home** and tell them specifically where you are going. Have them call 1-888-233-6518 (Emergency Dispatch) if you do not return when expected: It takes a long time to search 3.4 million acres of wilderness. We can find you faster if we know where to look and what we're looking for. Complete a backcountry hiker form at any visitor center to ensure that we have all the information needed to find you quickly.

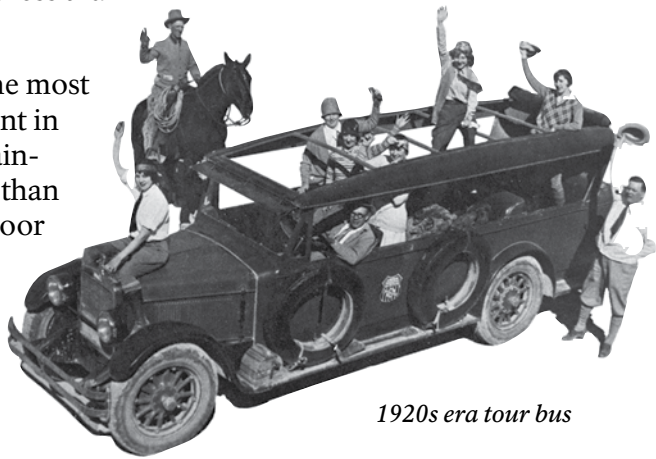




# What to See

## Furnace Creek Area

- **Badwater Basin:** The lowest point in North America, Badwater Basin is a surreal landscape of vast salt flats. A temporary lake may form here after heavy rainstorms. Do not walk on the salt flats in hot weather. Wheelchair accessible.
- **Harmony Borax Works:** Follow an easy 1/4 mile walking trail to learn about this important site in Death Valley’s history. The Harmony Borax operation became famous through the use of 20 mule teams that moved borax from Death Valley to nearby communities.
- **Artist’s Drive:** A scenic loop drive through multi-hued volcanic and sedimentary hills. Artist’s Palette is especially photogenic in late afternoon light. The 9 mile paved road is one-way and is only drivable with vehicles less than 25 feet in length.
- **Dante’s View:** The most breathtaking viewpoint in the park, this mountain-top overlook is more than 5000 feet above the floor of Death Valley. The paved access road is open to all vehicles less than 25 feet in length.
- **Devil’s Golf Course:** An immense area of rock salt eroded by wind and rain into jagged spires. So incredibly serrated that “only the devil could play golf on such rough links.” The unpaved road leading to it is often closed after rain.
- **Zabriskie Point:** Surrounded by a maze of wildly eroded and vibrantly colored badlands, this spectacular view is one of the park’s most famous. Zabriskie Point is a popular sunrise and sunset viewing location. The viewpoint is a short walk uphill from the parking area.
- **Twenty Mule Team Canyon:** Winding through otherworldly badlands, this 2.7 mile, one-way loop drive is unpaved, but accessible to vehicles other than buses, RV’s, and trailers.



1920s era tour bus

## Stovepipe Wells Area

- **Mesquite Flat Sand Dunes:** Tawny dunes smoothly rise nearly 100 feet from Mesquite Flat. Late afternoon light accentuates the ripples and patterns while morning is a good time to view tracks of nocturnal wildlife. Moonlight on the dunes can be magical, yet night explorers should be alert for sidewinder rattlesnakes during the warm season.
- **Titus Canyon:** The largest and most diverse canyon in the park. Within its lofty walls visitors can find volcanic deposits, a ghost town, Indian petroglyphs, bighorn sheep, and deep, winding narrows. Titus Canyon is accessible to high-clearance vehicles via a 26 mile, one-way dirt road beginning outside the park. The trip will take 3 hours from pavement to pavement.
- **Salt Creek:** This stream of salty water is the only home to a rare pupfish, *Cyprinodon salinus*. Springtime is best for viewing pupfish; in summer the lower stream dries up and in winter the fish are not as active. The wooden boardwalk loops ½ mile through stands of pickleweed and past pools reflecting badland hills. Wheelchair accessible.
- **Father Crowley Vista:** A landscape of dark lava flows and volcanic cinders abruptly gives way to the gash of Rainbow Canyon below this viewpoint. Walk the dirt track east of the parking lot for a grand overlook of the northern Panamint Valley. Wheelchair accessible.

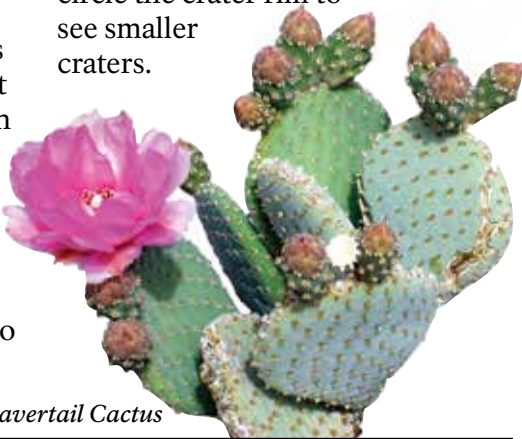
Wildrose Charcoal Kilns



Telescope Peak reflected in Badwater Pool

## Scotty’s Castle Area

- **Scotty’s Castle:** Prospector “Death Valley Scotty” claimed this elaborate Spanish-style mansion was built by gold from his fictitious mine. In reality, it was the 1920s vacation home of his wealthy friends. Today, living history tours of the castle’s richly furnished interior are given by costumed park rangers. Wheelchair accessible.
- **Eureka Dunes:** Rising nearly 700 feet, these are the highest dunes in California. Isolated from other dunes, they are an evolutionary island, home to rare and endangered species of plants and animals. To give them extra protection, the dunes are off limits to sandboarding and horseback riding. The drive can be rough and will take approximately 2.5 hours from the end of pavement off of Scotty’s Castle Road.
- **Ubehebe Crater:** Just a few hundred years ago a massive volcanic explosion caused by magma mixing with an underground spring, shattered the silence of northern Death Valley. When the cinders and dust settled, this 600 foot deep crater remained. Although easily visible from the paved road, hikers may want to circle the crater rim to see smaller craters.
- **The Racetrack:** Rocks mysteriously slide across the dry lakebed of the Racetrack, leaving behind long tracks for visitors to ponder. A high-clearance vehicle with heavy-duty tires is needed to traverse the 27 miles of rough dirt road; ask a ranger for current road conditions. Once you leave pavement at Ubehebe Crater the drive will take approximately 2.5 hours one-way to the Racetrack.



Beavertail Cactus

## Panamint Springs Area

- **Wildrose Charcoal Kilns:** These ten beehive-shaped structures are among the best preserved in the west. Built in 1876 to provide fuel to process silver/lead ore, they still smell of smoke today. The last 2 miles of gravel road to the kilns are passable to most vehicles.
- **Aguereberry Point:** One thousand feet higher than Dante’s View, this viewpoint gives a perspective over Death Valley from the west. Along the gravel road are the remains of Pete Aguereberry’s camp and his Eureka Mine. The last climb to the point may require a high-clearance vehicle.



Titus Canyon Narrows



# Walks & Hikes

- **Before starting a hike** learn the current conditions, water availability, and weather forecasts. Backpackers can obtain a free permit from any visitor center.
- **Always carry water.** Two liters for a short winter day hike; 4 liters or more in the summer or for longer hikes.
- **Dogs and bicycles** are not allowed on trails or in the Wilderness.
- **Constructed trails are rare in this park.** Trails are provided in places that are heavily used and sensitive to damage. If a trail is there, please use it. Most hiking routes in the park are cross-country, up canyons, or along ridges. Footing can be rough and rocky.
- **Hiking in low elevations** can be dangerous when it is hot. The high peaks can be covered with snow in winter and spring. The best time to hike in the park is October to April.

## Trails & Routes

**Golden Canyon Trail**  
Length: 1 mile, one-way.  
Difficulty: Easy  
Start: Golden Canyon parking area, 2 miles south of Hwy 190 on Badwater Road.  
Description: Easy trail through colorful canyon. Red Cathedral located ¼ mile up canyon from last numbered marker. Interpretive trail guides are available.

**Gower Gulch Loop**  
Length: 4 miles round-trip.  
Difficulty: Moderate  
Start: Golden Canyon parking area, 2 miles south of Hwy 190 on Badwater Rd.  
Description: Colorful badlands, canyon narrows, old borax mines. Hike up Golden Canyon to marker #10, then follow trail over badlands to Zabriskie Point or down Gower Gulch (no trail) to finish loop. Two easy dryfalls must be scrambled down. Ask for Gower Gulch hand-out at Visitor Center.

**Desolation Canyon**  
**Length:** 3 miles, round-trip.  
Difficulty: Moderate  
Start: Parking area at end of ½ mile dirt road off Badwater Road, 3.7 miles south of Hwy 190.  
Description: Narrow canyon through colorful badlands. Follow old road and then main wash east continuing toward cliffs, then follow the wash draining from the south. Hike up canyon, keeping to the right at the forks. No trail.

**Natural Bridge Canyon**  
Length: 1 mile to end of canyon, ½ mile to natural bridge.  
Difficulty: Easy  
Start: Natural Bridge parking area, 1.5 miles off Badwater Road on gravel road, 13.2 miles south of Hwy 190.  
Description: Uphill walk through narrow canyon. Large natural bridge at ½ mile. Trail ends at a dry waterfall.

**Badwater Salt Flat**  
Length: ½ mile to edge, 5 mi. across  
Difficulty: Easy  
Start: Badwater parking area, 17 miles south of Hwy 190 on Badwater Road.  
Description: Level walk across lowest place in the western hemisphere. Crust of salt crystals may be covered with temporary lake after rain storms. Watch out for muddy areas. No trail. Do not hike this area during hot months.



Darwin Falls

**Dante’s Ridge**  
Length: ½ miles to first summit, 4 miles one-way to Mt. Perry  
Difficulty: Moderate  
Start: Dante’s View parking area  
Description: Follow ridge north of Dante’s View for spectacular vistas and a cool place to escape summer heat. No trail for last 3.5 miles

**Salt Creek Interpretive Trail**  
Length: ½ mile round-trip.  
Difficulty: Easy  
Start: Salt Creek parking area, 1 mile off Hwy 190 on graded gravel road, 13.5 miles north of Furnace Creek.  
Description: Boardwalk along small stream. Good for viewing rare pupfish and other wildlife. Best in late winter/early spring.



Natural Bridge

**Mesquite Flat Sand Dunes**  
Length: 2 miles to highest dune  
Difficulty: Easy to moderate  
Start: Sand Dunes parking area near Stove pipe Wells.  
Description: Graceful desert dunes, numerous animal tracks. Walk cross-country to 100 feet high dunes. Best in morning or afternoon for dramatic light. Also good for full moon hikes. No trail.

**Mosaic Canyon**  
Length: ½ to 2 miles, one-way.  
Difficulty: Moderate  
Start: Mosaic Canyon parking area, 2 miles from Stovepipe Wells Village on graded gravel road.  
Description: Popular walk up a narrow, polished marble-walled canyon. First ½ mile is narrowest section. Some slickrock scrambling necessary. “Mosaics” of fragments of rocks cemented together can be seen in canyon walls. Bighorn sheep sighted occasionally.

**Titus Canyon Narrows**  
Length: 1.5 miles, one-way.  
Difficulty: Easy  
Start: Titus Canyon Mouth parking area, 3 miles off Scotty’s Castle Road on graded gravel road.  
Description: Easy access to lower Titus Canyon. Walk on gravel road up wash 1.5 miles through narrows or continue to Klare Springs and petroglyphs at 6.5 miles.

**Fall Canyon**  
Length: 3 miles, one-way.  
Difficulty: Moderately strenuous  
Start: Titus Canyon Mouth parking area, 3 miles off Scotty’s Castle Road on graded gravel road.  
Description: Spectacular wilderness canyon near Titus Canyon. Follow informal path ½ mile north along base of mountains, drop into large wash at canyon’s mouth, then hike 2½ miles up canyon to 35’ dryfall. You can climb around the dryfall 300’ back down canyon on south side. Canyon continues another 3 miles before second dryfall blocks passage. No trail.

**Little Hebe Crater Trail**  
Length: ½ mile, one-way.  
Difficulty: Moderate  
Start: Ubehebe Crater parking area, 8 miles west of Scotty’s Castle.  
Description: Volcanic craters and elaborate erosion. Hike along west rim of Ubehebe Crater to Little Hebe and several other craters. Continue around Ubehebe’s rim for 1.5 mile loop hike.

**Darwin Falls**  
Length: 1 mile, one-way  
Difficulty: Moderate  
Start: Darwin Falls parking area, 2.4 miles up gravel road toward Darwin, turn one mile west of Panamint Springs Resort on Hwy 190.  
Description: Year-round waterfalls and lush vegetation tucked into a rugged canyon. Can be overgrown and has some rough spots. There is a trail to first waterfall but dangerous cliffs beyond.



Desert Tortoise

## MOUNTAIN HIKES

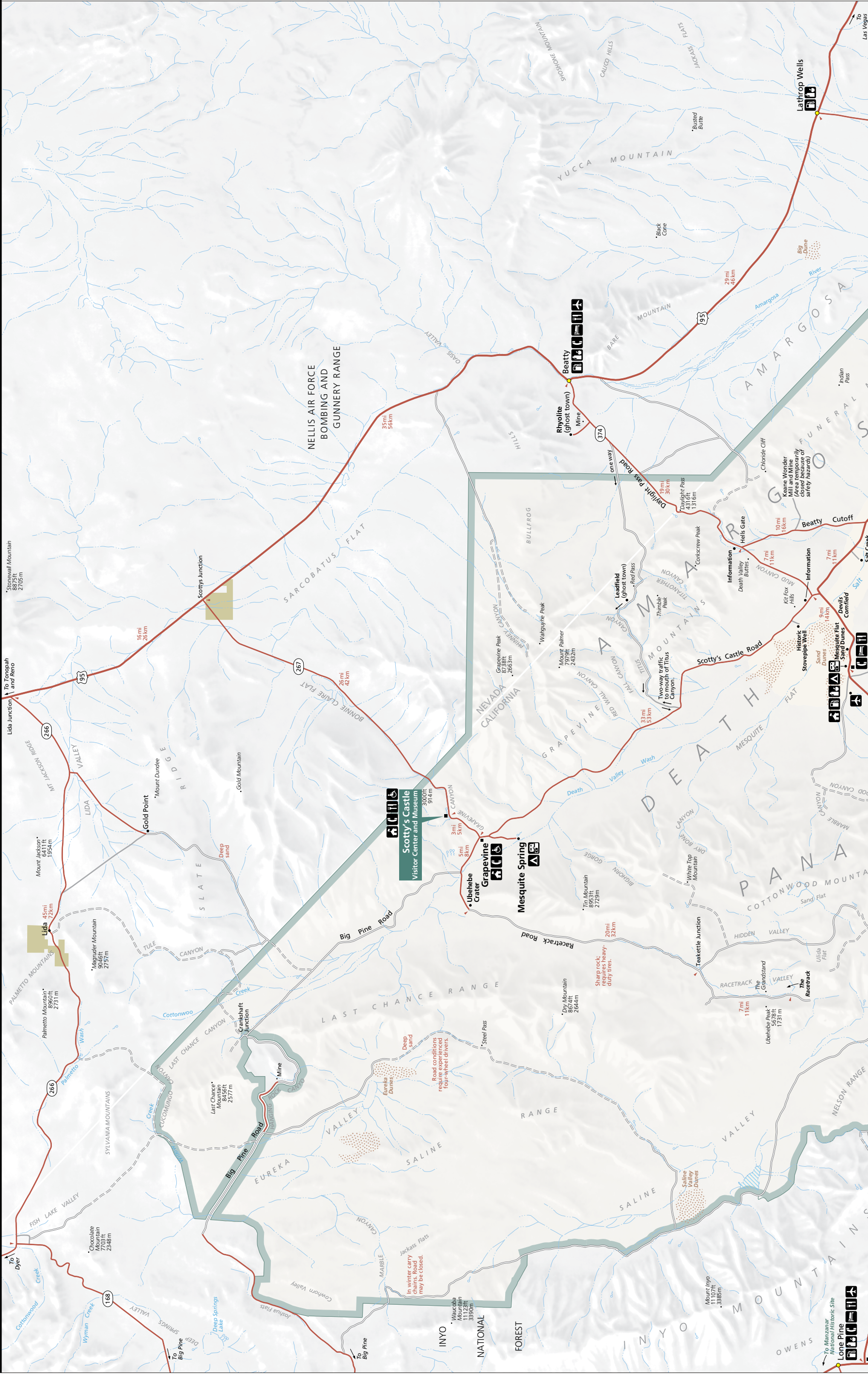
Cool places to hike when the valley is too hot, but may be snow covered in winter.

**Wildrose Peak Trail**  
Length: 4.2 miles, one-way.  
Difficulty: Moderately strenuous  
Start: Charcoal Kilns parking area on upper Wildrose Canyon Road.  
Description: A good high peak to climb (9,064 ft.). Trail begins at north end of kilns with an elevation gain of 2,200 ft. Spectacular views beyond 2 mile point. Steep grade for last mile.

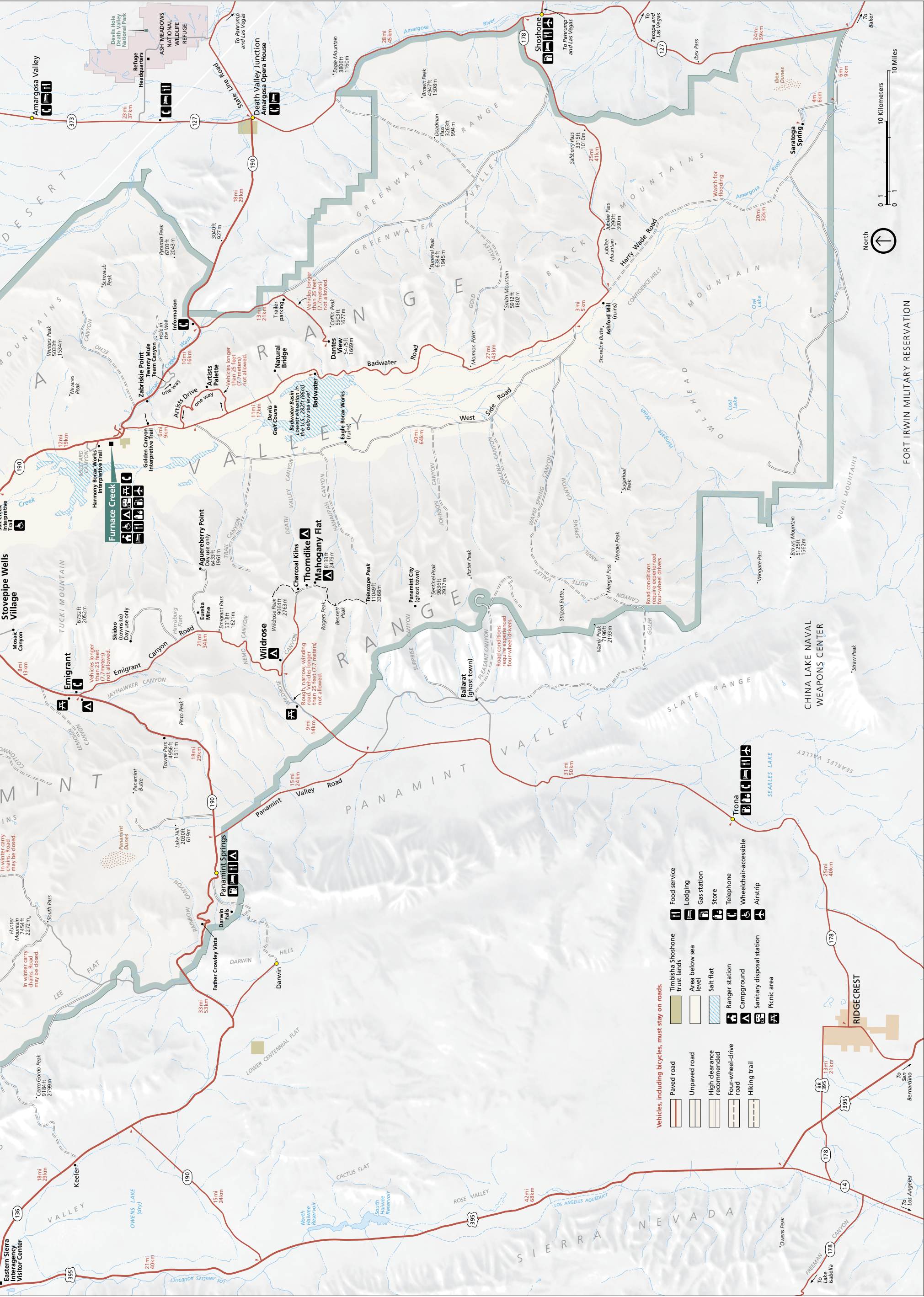
**Telescope Peak Trail**  
Length: 7 miles, one-way.  
Difficulty: Strenuous  
Start: Mahogany Flat Campground at end of upper Wildrose Canyon Road. Rough, steep road after Charcoal Kilns.  
Description: Trail to highest peak in the park (11,049 ft.) with a 3,000 ft. elevation gain. Climbing this peak in the winter may require ice axe and crampons, and only advised for experienced winter climbers. Trail is usually snow-free by June.



# Death Valley National Park









# Furnace Creek Visitor Center

## Mission 66 Visitor Center Gets Rehab

The Furnace Creek Visitor Center complex in Death Valley National Park consists of two buildings and a central courtyard. These were built in 1959 as part of the Mission 66 program to prepare the nation’s parks for the 50 year anniversary of the National Park Service in 1966. A collaborative effort between the State of California, the not-for-profit Death Valley ‘49ers, and the National Park Service made construction of this complex possible. With age and the rising cost of energy over the last 50 years, the visitor center complex became Death Valley’s most costly building to operate. The electricity alone was \$45,000 annually. In 2009, the American Recovery and Reinvestment Act allowed the park to begin designing the rehabilitation of this facility. User fees to federal recreation lands paid for the visitor center’s reconstruction. Our goal was to make the structure more sustainable and energy efficient, while retaining the regionally significant, Mid-Century Modern appearance of this Mission 66 structure.

Improvements include:

- Lobby expansion of 1500 sq. feet
- Modification of the theater and a new park film
- Redesigned parking lot to improve traffic flow and provide shade
- New restroom facilities
- Courtyard shade structures
- A water station for visitors to fill their own water bottles
- Triple-pane insulated windows
- new roof with more insulation
- Air-lock entries to limit the cooling loss
- A modern, more efficient heating and cooling system
- Insulation between the old brick wall and a new inner wall
- Recycled glass mimics water in the refurbished courtyard water feature.

The new relief map is in the visitor center lobby.



## New Museum Exhibits

“What is this place, so dreadful to its discoverers?”

This caption was at the bottom of a dark foreboding painting illustrated with a party of three thin men looking down a jagged canyon spilling out onto a barren valley surrounded by tall shadowy mountains. This was the first exhibit panel in the Furnace Creek Visitor Center to greet visitors to Death Valley since 1960. For many, it confirmed their long-held beliefs of the morbid and dangerous aspects of Death Valley. For others, it was their first glimpse into the fantastic stories told of the adversities pioneers experienced in Death Valley in 1849. But times have changed, and a new way of understanding Death Valley has emerged.

After fifty years, the Furnace Creek Visitor Center has new museum exhibits. Today, you are greeted by a quote, “How could rocks and sand and silence make us afraid and yet be so wonderful?” next to a re-created canyon wall with two life-sized desert bighorn rams. The theme that ties the new exhibits together—Hottest, Driest, Lowest—speaks volumes of the natural forces that shape the landscape and all that live here.

Death Valley was elevated to national park status in 1994, with over 1 million acres of new lands added and 91% designated as Wilderness. The many changes to the park were not being told in those original exhibits. Research into the park’s plants, animals, geology and even the human stories have revealed so much more. Even though pre-historic artifacts from Native peoples were on display, there was no interpretation of the Timbisha Shoshone people—the descendents of those earlier cultures who still live in Death Valley. As successful as the original exhibits had been, the park realized there was a need to tell new stories and update old ones.

The process of planning the new exhibits began in 2009. To make sure the park was on the right track, a series of concept design open houses were held. Everyone from grade school and college students, the general public, park staff, park stake holders, private citizens and public representatives from the surrounding local communities shared involvement in the project. Two primary objectives came out from these meetings: To develop the exhibits so visitors could have the freedom to read the exhibits in any order, and to make sure that Death Valley’s natural and geological history be the main story. And one other detail—tell the public about the Timbisha Shoshone.

## Is It LEED Gold?

The visitor center complex was designed to meet the Leadership in Energy and Environmental Design (LEED) Gold standard for an existing building. LEED is an internationally-recognized “green” building certification system and provides building owners and operators with a framework for identifying and implementing practical and measurable “green” building design, construction, operations and maintenance solutions.

LEED certification provides independent, third-party verification that a building was adapted using strategies aimed at achieving high performance in five key areas of human and environmental health:

- Sustainable site development
- Water savings
- Energy efficiency
- Materials selection
- Indoor environmental quality

Death Valley National Park decided to participate in the LEED process because we are committed to utilizing the taxpayers’ money in the most efficient and sustainable way.

The project examination process will be completed in 2013, at which time the park will be awarded a LEED certification.

For the past year and a half, the park has worked closely with designers from Pacific Studios out of Seattle, Washington. Besides being more three dimensional, the new exhibits are also more tactile and interactive. Realistic models of desert creatures are available to touch. You are encouraged to create your own desert animal using magnetized animal parts (heads, ears, legs, bodies, wings). In the geology section, you can pull levers to see how the geological province known as Basin and Range is formed. You can even create your own alluvial fan.

Throughout the exhibits, videos of park rangers and park scientists provide detailed information on a variety of subjects and issues. And yes, an entire exhibit case is dedicated to the Timbisha Shoshone Indians. Besides baskets and other tribal artifacts on display, there is a series of videos narrated by tribal members telling you about their people and why they call this place home.

The new exhibits have something for everyone. They were also purposely designed to allow the park to be flexible in making future changes. We know they won’t last 50 years and we don’t want them to. The park staff is learning more and more about the park resources every day. New stories will need to be told or old ones may need to be updated. The exhibits today will allow for future changes as they occur.





# Ranger Programs

## Scotty's Castle Tours

The grounds of this 1920s era, Spanish-style mansion may be toured on your own, but visitors must join a park ranger to tour the castle's gorgeous interior, its system of tunnels, or Scotty's ranch.

House Tour	Individual Discounts
General Admission ..... \$15	Youth (ages 6-15) ..... 50%
<b>Underground Tour</b>	Children 5 and younger ..... Free
General Admission ..... \$15	Interagency Senior Pass holder .... 50%
<b>House &amp; Underground Combo</b>	Interagency Access Pass holder ... 50%
General Admission..... \$25	
<b>Lower Vine Hiking Tour</b>	
General Admission..... \$20	

### House Tour

Best tour for first-time visitors. Tours are led by National Park Service Rangers, dressed in 1939 clothing. The guide will share stories about the heyday of the Castle in the late '30s, the construction in the 1920s, and the curious relationship between the Johnsons and Scotty. The house is fully furnished with the Johnsons' original decorations. Some of their clothing even hangs in the closets! A highlight of the program is listening to the Welte Mignon theater organ. Tours offered daily, times vary. One hour. Wheelchair lift may be available.

### Underground Tour

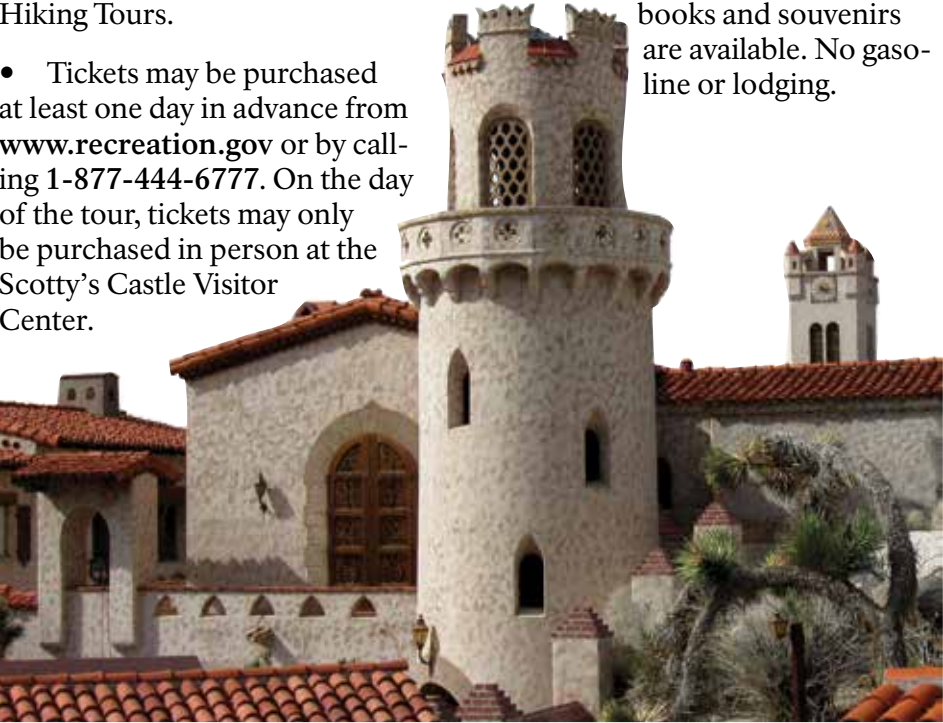
Scotty's Castle was very remote when it was built in the 1920s. The underground tour focuses on how the Johnsons built a comfortable vacation home in Death Valley. The tour sees the basement, underground tunnels, heating system, original pipes, original power generation and power storage systems. A highlight is the demonstration of electrical generation using an original Pelton water wheel. Offered most days from November through April, times vary. One hour. Tour involves stairs, no lift available.

### Lower Vine Hiking Tour

Scotty's Castle was not Scotty's home. Albert and Bessie Johnson had the structures at Lower Vine Ranch built partly as a residence for Scotty and partly to lock up water rights near the Castle. Scotty's modest cabin and out buildings are seen on this 2-mile, 2½ hour round trip ranger-guided hike over uneven surfaces. Offered occasionally. Reservations are strongly recommended.

### Tour Suggestions

- Reservations are not necessary for House and Underground Tours, but can reduce wait time once you arrive. Reservations are strongly recommended for Lower Vine Hiking Tours.
- Tickets may be purchased at least one day in advance from [www.recreation.gov](http://www.recreation.gov) or by calling 1-877-444-6777. On the day of the tour, tickets may only be purchased in person at the Scotty's Castle Visitor Center.
- Visitors are encouraged to enjoy the picnic area and to walk outside the buildings freely during business hours. Pre-packaged sandwiches, soft drinks, snacks, books and souvenirs are available. No gasoline or lodging.

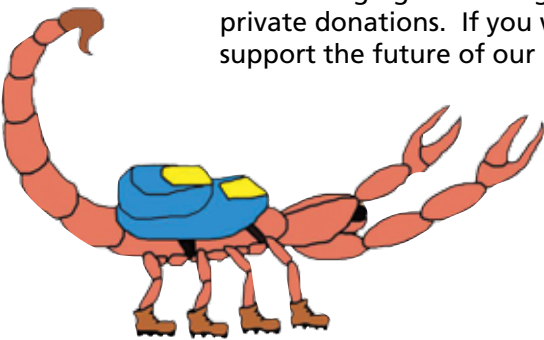


Scotty's Castle

## You Can Be a Junior Ranger

Want to have fun while exploring Death Valley? Pick up your *free* junior ranger book at any visitor center. After you finish the activities and recite the junior ranger pledge, a park ranger will sign your book and give you an official junior ranger badge.

Present your completed junior ranger book at any Death Valley Natural History Association bookstore and you can purchase a special junior ranger patch for a small fee. What a great way to explore Death Valley!



Ranger-guided walk

## Exploring With a Park Ranger

Death Valley National Park is vast and diverse; it takes years to truly understand and explore it. Attending a ranger program takes only a few minutes to a few hours and makes understanding Death Valley fun and easy. Park Rangers can introduce you to a new canyon or reintroduce you to a familiar site with a new twist. Programs include guided tours of historic sites,

discussions on the visitor center patio, walks on the salt flats and dark night sky programs. Pick up a weekly ranger program schedule at any visitor center or find it online at [www.nps.gov/deva](http://www.nps.gov/deva) to see the programs offered during your visit. Fees are charged for Scotty's Castle and Lower Vine tours; all other tours are free. Join us, and discover what this place is really all about!



The Milky Way over Racetrack Playa

## Night Sky Program

Have you ever wondered what that cluster of stars in the western sky is? Or that bright spot just over the horizon at sunset? Are you interested in seeing a lunar eclipse of Jupiter? With several high powered telescopes, Death Valley National Park rangers are opening up the mystery of the dark night skies.

Death Valley has one of the darkest night skies in the nation. Periodically, night sky ranger star programs are offered in various areas of the park. In the past, the park has partnered with other organizations to bring telescopes of all shapes and sizes. From looking through a binoscope to seeing the colors of a nebula on a computer, there is something for everyone. You don't have to be an aspiring Galileo to enjoy the wonder of the night sky! Come join us!

## An Oasis For Education

Imagine a classroom 3.4 million acres in size, full of plants, animals, water, weather, rocks, historic buildings and starry night skies. Death Valley National Park provides just such a learning venue to hundreds of students, teachers, and chaperones every year through the many education programs offered by our staff.

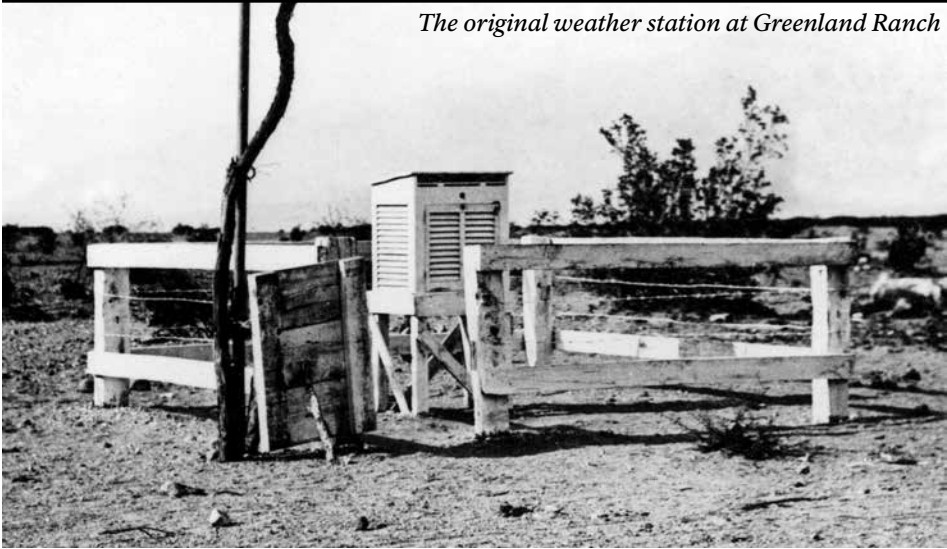
If you are a teacher interested in planning a field trip to Death Valley, or arranging for a ranger to visit your classroom, visit our website [www.nps.gov/deva/forteachers](http://www.nps.gov/deva/forteachers) or contact our Education Specialist at 760-786-3226.

These opportunities are made possible through grants and generous private donations. If you want to support the future of our National

Parks by supporting these education programs, contact the Death Valley Natural History Association at [dvnha.org/death-valley-rocks.html](http://dvnha.org/death-valley-rocks.html) or call 760-786-2146.

Death Valley ROCKS (Recreational Outdoor Campaign for Kids through Study) is a three-day, two-night environmental education camp program. Students engage in hands-on, outdoor, inquiry-based learning activities that enhance science, language art, visual art, history, mathematics, and physical education skills by exploring the essential question, "How does geology influence human, plant, and animal life?" Students also learn camping and desert survival skills. The curriculum-based program is designed for California 5th grade students and Nevada 7th grade students, but can be adapted for older or younger audiences. Las Vegas and Los Angeles public schools with under-served populations, and local rural schools are invited to apply for full or partial transportation scholarships.





The original weather station at Greenland Ranch

## Death Valley Recognized as Holding World’s Hottest Temperature

September 13, 2012

Long known as the hottest, lowest, and driest place in the United States, Death Valley has now been officially recognized as the hottest spot on the planet. The World Meteorological Organization (WMO) has announced that the official highest recorded surface temperature of 134°F (56.7°C) was measured on July 10, 1913 at Greenland Ranch, now known as Furnace Creek Ranch.

The WMO Commission of Climatology special international panel of meteorological experts conducted an in-depth investigation of the long-held world-record temperature extreme of 58°C (136.4 °F). That temperature (often cited by numerous sources as the highest surface temperature for the planet) was recorded at El Azizia in what is now modern-day Libya on September 13, 1922.

The investigating committee (including experts from Libya, Italy, Spain, Egypt, France, Morocco, Argentina, United States, and United Kingdom) identified five major concerns with the 1922 El Azizia temperature extreme record. The WMO evaluation committee concluded the most compelling scenario for the 1922 event was that a new and inexperienced observer, not trained in the use of an unsuitable replacement instrument, improperly recorded the observation and was consequently in error by about seven degrees Celsius.

The record reading at Greenland Ranch occurred during a particularly hot spell from July 8-14, 1913. It was later described by George H. Wilson of the Weather Bureau as “probably the most remarkable authentic record of high shade temperatures ever made.” During this seven day period the maximum temperature reached at least 127°F each day, with three days 130°F or above, and never fell below 85°F. Greenland Ranch caretaker and weather observer Oscar Denton reportedly said of that day in 1913 “It was so hot that swallows in full flight fell to the earth dead. When I went out to read the thermometer with a wet Turkish towel on my head, it was dry before I returned.”

The official National Weather Service station at Greenland Ranch/ Furnace Creek Ranch was de-commissioned in 1961 when it was moved a quarter-mile north to its current location, at 190 feet below sea level, behind the Furnace Creek Visitor Center.

The average daily high temperature in Death Valley for August is 113°F (45°C). Death Valley NP recorded 128°F on July 11, 2012, the hottest this year. Park staff reminds visitors to take precautions for the heat while visiting the park and drink lots of fluids, stay on paved roads, and do not rely totally on GPS units for directions. Always carry emergency supplies of at least one gallon of water per person in their vehicle.

## Operation Cleansweep Results in Raids on Two Marijuana Grow Sites

August 9, 2012

NPS and cooperating agencies conducted a marijuana interdiction operation dubbed Operation Cleansweep on Hunter Mountain. Two separate marijuana grow sites were raided by NPS personnel resulting in the removal and destruction of approximately eight thousand plants. NPS personnel pursued several individuals who fled the grow sites but were unable to immediately apprehend any suspects. A wildland fire sparked by dry lightning on the evening of August 10 ultimately caused three

suspects to flee Hunter Mountain. The suspects were located in Grapevine Canyon on the evening of August 11. Two out of the three were apprehended and are currently awaiting trial on marijuana cultivation charges.

The grow sites suffered extensive resource damage, including the cutting down of over 100 trees at one site. Future operations are being planned to rehabilitate these locations. Operation Cleansweep was the culmination of a ten-month investigation conducted by Death Valley park rangers

## Lightning Sparks Wildfire on Hunter Mountain

August 10, 2012

An evening weather event that included several dry lightning cells ignited several fires in the vicinity of Hunter Mountain in the Panamint Range of Death Valley National Park. These lightning strikes resulted in two wildland fires, the South Fire and the Pass Fire. These fires were managed as an incident called the South Complex. A total of 453 acres was burned (Pass Fire: 441 acres, South Fire 12 acres).

The fires were within the Death Valley Wilderness, but were suppressed due to several factors including historic resources in proximity to the fires, on-going law enforcement operations in the area, low fuel moistures and continuous fuels, limited wildland fire resource

availability in the region because of other large higher priority fires, and limited park staffing available. The fire transitioned from a Type 4 to a Type 3 Incident Command organization on August 12 and was suppressed using available regional resources (four engines, one Type 2 hand crew, one Type 2 helicopter). The fires were contained on August 16, and on August 17 all initial attack resources were released. On August 18, a precipitation event provided critical moisture over the entire fire area.

The staff of Death Valley National Park, along with local and regional partners, were able to manage these fires effectively and efficiently with limited resources.

## “Tsunami” Wave Witnessed at Devils Hole

March 20, 2012

An earthquake in Oaxaca, Mexico sent shock waves that were felt in Devils Hole, a water-filled cave located in the Amargosa Valley, NV. National Park Service employees observed and filmed the impact on the water found in the cave, which supports the endangered Devils Hole pupfish. Although the quake hit at 11:02 PDT, the reaction was delayed about 10 minutes until the impact was recorded at the site. The 7.4 magnitude quake caused the water to rise and fall about an inch initially, then became more dramatic.

Park staff observed algae slough off the walls of the chamber, followed by water bubbles, swooshing sounds and swirling water. The water became turbid and the smell of sulfur filled the air. The water level ranged more than 5 ft. in total (~2.5 in either direction) throughout the event. The rising water level increased, causing waves to rush along the top of a shallow shelf and crash against the adjacent wall. This occurred multiple times with breaks of calmer surges. In all, the wave action continued for about 10 minutes. Once the water level subsided, pupfish started to return to the shelf. The first fish was a larger male who began investigating his new habitat. Soon after, more fish began to appear and spawning behavior was observed.

Only a small number of people have witnessed earthquake waves at Devils Hole. Kevin Wilson, Death Valley Aquatic Biologist, stated “There are more people that have walked on the moon than have witnessed an earthquake event at Devil’s Hole”. Another instance occurred in September 1999 when an earthquake of similar magnitude, also from Oaxaca, was witnessed by park personnel. Wilson doubts that any long-term damage was caused to the pupfish.

To see a video of the Devils Hole “tsunami” go to [http://www.youtube.com/watch?v=a6h82Pli\\_-0](http://www.youtube.com/watch?v=a6h82Pli_-0).



This series of images show the earthquake-generated waves sweeping across Devils Hole’s shallow shelf, then draining back into its depths.

and special agents with the NPS Investigative Services Branch (ISB). Units participating in the operation include NPS ISB, Pacific West Region Special Event and Tactical Teams, Sequoia-Kings Canyon Marijuana Interdiction Group, and California Air National Guard.

Backcountry users are cautioned to be aware of their surroundings, particularly in riparian areas adjacent to springs. If you suspect that you have discovered a marijuana cultivation site, remove yourself from the area immediately and notify park rangers.





# Humans

## Timbisha Shoshone: Could You Live Here?

This is the homeland of the Timbisha Shoshone Tribe. The Timbisha consider this a place of life. In 1849, people traveling to California’s gold rush could not see this region’s special qualities and named this area Death Valley.

Death Valley is part of the Timbisha Shoshone culture, and they consider many areas to be sacred. Basket making is one part of their cultural tradition. The baskets show both their artistic talent and their knowledge of local plants.

The Timbisha have a strong connection to the land. Before modern technology made living in the valley possible, they moved between valleys and mountains depending on the season of the year.

Tribal members actively cared for the land, using fire to manage which plants grew where and clearing plant growth from springs to ensure good water for both people and wildlife. Rich harvests and lush plant growth resulted from the time and effort the Timbisha spent clearing and pruning plants and transplanting and cultivating native domesticated plants.

For many years, the National Park Service prevented the Timbisha from continuing these traditions in the park. However, recently NPS employees and Timbisha Shoshone tribal members worked together to manage some springs by traditional methods. In the future, fire may again be used as an active land management tool. The Timbisha Shoshone have persisted against difficulties, and their connection to this land remains strong.



Timbisha basket

## Scotty’s Castle

Walter “Death Valley Scotty” Scott could be seen as either an entertainer or conman—or both. Scotty left his family’s Kentucky home at a very young age to work as a cowboy in the American West. As a teenager he worked numerous jobs out west, including in Death Valley.

A talent scout for William “Buffalo Bill” Cody discovered Scotty in 1890 and hired him to work as a stunt performer in Buffalo Bill’s world famous Wild West show. It was as an actor with the Wild West show that Scotty learned showmanship skills that would later serve him in his next career.

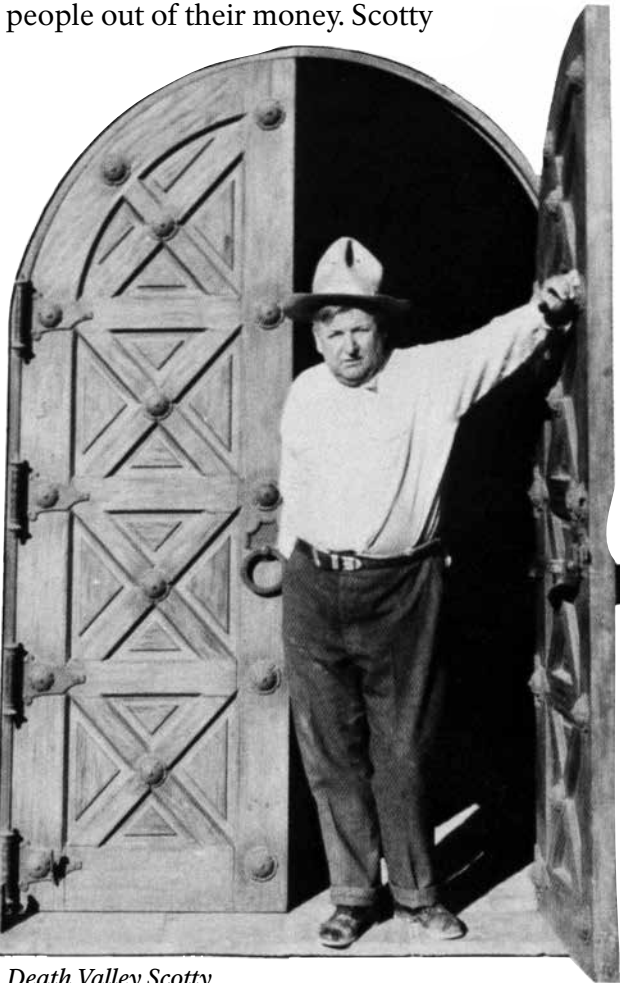
In 1902, Scotty began a new profession that would bring him even more fame and riches: talking people out of their money. Scotty

convinced several wealthy businessmen that he had a fabulous gold mine claim in Death Valley and agreed to split the profits, provided they first forward investment money to Scotty. One of these investors was Albert Johnson, an insurance executive from Chicago, Illinois.

Hoping to gain full control of Scotty’s mining interests, Johnson traveled to Death Valley in 1906 to see Scotty’s fabled mine. Of course, Scotty never showed Johnson the gold mine. Instead, he took Johnson on an adventure grander than anything the wealthy businessman probably ever expected. They camped in the desert, and were even involved in a gunfight!

Johnson began to make regular trips to Death Valley with Scotty. By 1915, Albert and his wife, Bessie, began acquiring land within Grapevine Canyon, in the northern part of Death Valley. The surprising Spanish-style castle-in-the-desert served as the Johnsons’ vacation home.

However, Scotty was quick to pretend ownership, and it became known as Scotty’s Castle. Soon the Johnsons and Scotty were enjoying a good laugh at the expense of Death Valley’s early tourists, some of whom actually believed Scotty’s legendary gold mine was located in the tunnels beneath the Castle.



Death Valley Scotty

Old mining structures may be unstable.



## Abandoned Mines

*“The accounts of the abundance of gold [in California] are of such extraordinary character as would scarcely command belief were they not corroborated by the authentic reports of officers in the public service who have visited the mineral district.”*

*President James K. Polk’s address to Congress, December 5, 1848*

Stories of gold strikes in the newly-acquired territory of California had been published in the preceding months, but President Polk’s official notice to Congress in 1848 sparked the California Gold Rush, enticing more than 250,000 people to join the search for riches over the next four years. Mining continued in Death Valley for over 150 years!

In 2009 America’s national parks received \$750 million in stimulus money under the American Recovery and Reinvestment Act. Death Valley was allocated \$4.8 million for mitigating hazardous mine conditions in some of the Park’s most visited locations. During 2010 and 2011, this money was used for stabilization of the Keane Wonder Mine tramway, as well as mitigation of 235 hazardous mine openings at seven sites around the park: Keane Wonder Mine, Eureka Mine, Titus Canyon, Gem Mine, Skidoo, Gower Gulch, and Greenwater Valley.

Abandoned mine sites can pose numerous dangers to visitors, including bad air, unstable mine openings, collapsing mine structures and buildings, and contamination from heavy metals and chemicals used in the ore milling process. Visitors to Death Valley should be aware of these potential dangers and resist the temptation to enter mine openings or dilapidated structures.

Death Valley’s last active mine closed in 2005 and the park is in the process of conducting an abandoned mine inventory to see how many mines exist within park boundaries. Though the inventory is ongoing, the park is estimated to have 6,000-10,000 mine features, with 2,000-3,000 of those being potentially hazardous mine openings. Death Valley is believed to possess the most abandoned mines of any single National Park Service unit.

While Keane Wonder remains closed, this past year saw the mitigation of 50 hazardous mine openings, plus the stabilization of multiple tram towers, and the upper and lower tram terminals. The other issue that still needs to be addressed is the environmental contaminants left behind from milling. The park is actively working towards resolving this issue and making the site suitable for visitation once again.

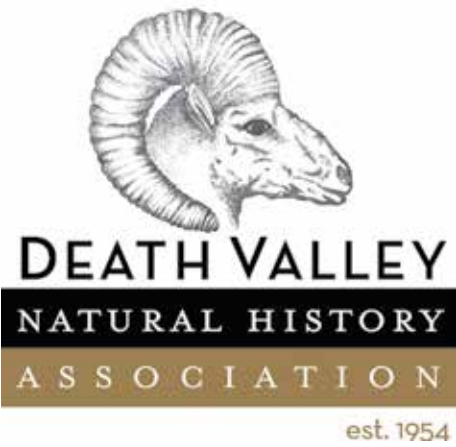
## Death Valley Natural History Association

Since 1954, the Death Valley Natural History Association (DVNHA) has been assisting Death Valley National Park as a cooperating association. DVNHA is a non-profit association dedicated to the preservation and interpretation of the natural and cultural history of the Death Valley region. To date, the DVNHA has contributed more than \$3 million to the park!

DVNHA contributes 100% of its profit to benefit education and research in Death Valley National Park and Ash Meadows National Wildlife Refuge. Some of the projects DVNHA supports include the Death Valley ROCKS education program, Youth Conservation Corps program, summer internships program, and printing of the park’s Visitor Guide each year.

DVNHA is a member-supported organization. Membership not only increases support to the park, but also increases visitor awareness and education—something you can feel good about now and in the future.

For more information, go to [dvnha.org](http://dvnha.org)





# Visitor Services

location	contact	services
<b>Furnace Creek Visitor Center</b> National Park Service Death Valley Natural History Association	760-786-3200 www.nps.gov/deva	Park information, exhibits, park film, bookstore, ranger talks drinking water and restrooms. Pay park entrance fees and purchase passes.
<b>Scotty’s Castle Visitor Center</b> National Park Service Death Valley Natural History Association	760-786-2392 reservations: 877-444-6777 or recreation.gov	Tours daily (fee charged), park information, bookstore and restrooms. soft drinks, sandwiches and snacks are also available.
<b>Stovepipe Wells Village</b> Death Valley Lodge Company (park concession)	760-786-2387 escapetodeathvalley.com	Lodging, restaurant, bar, gift shop, convenience store, ATM, gas station, showers, swimming pool, paved airstrip, RV hookups, RV hookups, and ranger station.
<b>Panamint Springs Resort</b> (privately owned)	775-482-7680 deathvalley.com/psr	Lodging, restaurant, bar, gas station, campground, RV hookups, and showers.
<b>Furnace Creek Inn &amp; Ranch Resorts</b> Xanterra Parks & Resorts (privately owned)	760-786-2345 furnacecreekresort.com	Lodging, restaurants, bars, general store, gift shops, ATM, gas station (gasoline, diesel, propane, tire repair) post office, showers, laundromat, swimming, bike rentals, horse rides, RV hookups, borax museum, golf course, tennis courts, and paved airstrip.
<b>Farabee’s Jeep Rentals</b> Farabee’s is located across the street from the Furnace Creek Inn.	877-970-5337 DeathValleyJeepRentals.com	Four-wheel-drive Jeep rentals and towing services.

CAMPGROUNDS	Season	Elevation	Fee	Sites	Water	Tables	Fire pits	Toilets	RV Hookups	Dump Station
Furnace Creek	all year	-196´	\$18	136	yes	yes	yes	flush	no	yes
Sunset	Oct-Apr	-196´	\$12	270	yes	no	no	flush	no	yes
Texas Spring	Oct-Apr	sea level	\$14	106	yes	yes	yes	flush	no	yes
Stovepipe Wells	Oct-Apr	sea level	\$12	190	yes	some	some	flush	no	yes
Mesquite Spring	all year	1800´	\$12	40	yes	yes	yes	flush	no	yes
Emigrant (tent only)	all year	2100´	free	10	yes	yes	no	flush	no	no
Wildrose	all year	4100´	free	23	yes	yes	yes	vault	no	no
Thorndike*	Mar-Nov	7400´	free	6	no	yes	yes	vault	no	no
Mahogany Flat*	Mar-Nov	8200´	free	10	no	yes	yes	vault	no	no

*\*Accessible to high-clearance vehicles only. 4-wheel drive may be necessary.*

- **Reservations** for Furnace Creek Campground (up to 6 months in advance) and group campsites (up to 12 months in advance) for the camping season between October 15 to April 15 may be made through [recreation.gov](https://www.recreation.gov) or by calling **877-444-6777**.
- **Generator hours** are from 7 am to 7 pm, unless otherwise posted. Generators are not allowed at Texas Springs Campground.
  - **Sunset Campground:** To assist us in the event of an emergency, please back in your RV unit or use a pull-through site.
- **Texas Springs Campground** (Upper Loop) Limits on RV site use may apply in springtime to accommodate increased demand for tent camping space. No generators allowed.
- **Other Campgrounds:** RV Hook-ups are available at concession-run Stovepipe Wells Village and privately-owned Furnace Creek Ranch and Panamint Springs Resort.